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Company workshop ffxiv guide

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1. While not generally a players main way of making Gil, personal housing and Free Companies can offer a range of passive income methods using systems such as Gardening, Free Company Credits and even the Free Company Workshop. 2.1. Gardening There are a wide range of items you can grow in your gardens to profit off of that are used in furnishings, minions and even your chocobos. The most profitable ones worth looking at the most are: For further information on gardening, check out our overview below. Gardening Guide 2.2. Free Company Workshop Your Free Company Workshop allows you to create a wide range of items worth millions of gil each. The main items being submarine parts such as Coelacanth-class Bow and housing exteriors such as Large Cafe Walls. These items often do not have many listings at any time making it easy to manage undercuts. But does have the downside of also not selling very often to the point where it can be better to sell to players directly instead of using the market board. 2.3. Using your Free Company workshop you have the ability to gear and level 4 Submarines and 4 Airships, which can then be sent out on voyages. Upon route completion, you will obtain a large range of rewards, such as expensive materials used in crafting, fashion items and rare minions. Airships receive little support nowadays, so they should not be your focus. Submarines periodically have level cap increases and new zones added. New zones means new, rare items that can be profitable. Submarines also have a well known secret people refer to as "Fight Club", where you build your submarine around specific routes that give items such as Extravagant Salvaged Earring that sell for 30,000 gil each. Once setup, this easily gives you millions of Gil just for checking and updating. For further information check out the Submarine Discord. 2.4. Free Company credits are obtained, for the most part, passively as you and any other players in your Free Company play the game. They have three main potential uses for profit. Ceruleum Tank Althyk Lavender Seeds Voidrake Seeds The uses of the seeds were mentioned with regards to gardening, but they can also simply be sold on the market board if your garden is being used in other ways. Ceruleum Tank needs to be sold to other players directly and can not be listed on the market board. Sale prices will vary between players. 2.5. There are plenty of other ways to make Gil, so don't be discouraged! It is also very easy to create a personal Free Company for just yourself or a small group of people. You need 4 players, including yourself, to register for a Free Company, but this does not stop you from using shout chat or Party Finder to ask for help and paying them a small amount for their time.Once the setup is complete any players that have helped you can be removed with no restrictions.3. 26 Jun. 2024: Updated for Dawntrail. 22 Aug. 2023: Guide added. Show more Show less See also: Subaquatic Voyages Free Company Airships built from Free Company Crafting can undertake Exploratory Voyages, the exploration of uncharted lands in The Sea of Clouds. These explorations are carried out automatically, with airships returning after a fixed amount of time. Upon completion of an exploratory voyage, you will receive a voyage log detailing the results. You will also receive various items depending on the results of the voyage. As you continue to deploy airships on voyages, you will eventually discover new areas to survey. Your free company must own a house before purchasing a workshop or undertaking exploratory voyages. The size of the house has no effect on crafting or exploration. This feature no longer receives regular updates: Subaquatic Voyages, a similar system, was later introduced in patch 4.2 and is still being updated. Craft and Deploy Airships Free Company Crafting in the Company Workshop is needed to craft and register airships using requisite components and flight credits. Each airship is built with four components: Hull, Rigging, Forecastle and Aftcastle. Each component has many types and requires numerous materials, multiple phases, lengthy wait time and a group of crafters to build. Note that you cannot build HQ components with HQ materials. However, quality determines the odds of excellent or outstanding progress being made, which results in the next stage of the craft requiring fewer materials. Multiple Airships can be maintained for a Free Company, with a second being unlocked once your airship visits Sea of Clouds - Sector 8. A third airship is unlocked upon exploring Sector 14. Each requires a certain amount of flight credits: 1, 3 and 7, respectively. Ceruleum Tanks Airships require Ceruleum Tanks to be deployed on exploratory voyages. They can be purchased using Company Credits from the resident caretaker in any of the housing districts or mammet voyager #004A in a company workshop. Airship Stats and Performance Main article: Airship Components The combination of parts used to build an airship will determine the distances it can travel, as well as the rewards you will receive from voyages. Rank When a voyage is complete, airships will gain experience points depending on its selected flight path, and eventually, increase in rank. Higher rankings will allow you to outfit airships with new components to improve their performance on future voyages, as well as accessing more sectors. Currently, airships can reach up to rank 50. Stats The stats of an airship affect the distance it can travel, the time required for voyages, as well as the rewards received from voyages. Stats of an airship can be altered by changing its components. Stat Effect Surveillance Influences the probability of gathering a 2nd item per sector. May also influence the probability of finding new sectors. Retrieval Increases item extraction rating (higher quantities of a specific item). Speed Influences voyage duration. Range Allows you to visit more sectors per voyage. Favor Influences chance to resurveil, may affect chance of HQ items and/or affect weather Airship Components Airships are comprised of four primary parts—the hull, rigging, forecastle, and aftcastle. Bear in mind that durability of these parts will gradually deplete when sending airships out on exploratory voyages. When the durability of any given part reaches zero, it will require replacement or repair. Rank The rank required to use airship components. Component Costs and Airframe Capacity When assembling an airship, the total cost of the components cannot exceed the airframe capacity. The airframe capacity increases with the rank of the airship. Repairs Components will lose condition with each exploration, similar to how gear does for players. To repair them, Magitek Repair Materials must be in the player's inventory. The higher the tier of the component, the more materials needed. Sectors Sector Unlocked in Sector Rank Unique Items Common Items 1 - 1 Vivianite, Bamboo Weave, Magnanimous Mogcrown, Potters Stone Ferberite, Battledance Materia III, Fire Crystal, Wind Crystal, Lightning Crystal 2 - 1 Bamboo Weave, Vivianite, Shrub Seedling Gold Ore, Battledance Materia II, Battledance Materia III, Quicktongue Materia III, Fire Crystal, Water Crystal, Wind Crystal 3 1 4 Balsa Wood Scrap, Red Moko Grass, Far Eastern Coin Craftsman's Command Materia III, Craftsman's Competence Materia III, Earth Crystal, Ice Crystal 4 2 7 Balsa Wood Scrap, Red Moko Grass, Fine Alumen, Far Eastern Coin Scarlet Sap, Gatherer's Grasp Materia III, Gatherer's Guile Materia III, Fire Crystal, Water Crystal, Wind Crystal 5 2 10 Deep-red Crystal, Empty Crystal, Toy Box Schema Birch Branch, Savage Might Materia III, Quickarm Materia III, Fire Crystal, Lightning Crystal, Wind Crystal 6 5 14 Deep-green Crystal, Empty Crystal, Dravanian Mote, Shrub Seedling Dark Chestnut Branch, Piety Materia III, Quicktongue Materia III, Earth Crystal, Ice Crystal 7 5 17 Deep-blue Crystal, Red Clay, Fine Alumen, Oriental Grass Tuft, Tincalconite Ferberite, Craftsman's Command Materia III, Craftsman's Cunning Materia III, Fire Crystal, Water Crystal 8 7 20 2nd Airship Permission, Balsa Wood Lumber, Raw Celestine, Iron Giant Core, Oriental Grass Tuft Gold Ore, Savage Aim Materia III, Lightning Crystal, Wind Crystal 9 8 24 Balsa Wood Lumber, Raw Celestine, Toy Box Schema, Copper Voyage Spoil Platinum Ore, Quickarm Materia III, Savage Aim Materia III, Lightning Crystal, Wind Crystal 10 7 27 Black Clay, Raw Celestine, Magnanimous Mogcrown, Potters Stone Scarlet Sap, Gatherer's Guerdon Materia III, Gatherer's Guile Materia III, Fire Crystal, Water Crystal 11 6 30 Chemically Treated Chimera Hide, Synthetic Fiber, Magnanimous Mogcrown Birch Branch, Quicktongue Materia III, Quicktongue Materia IV, Earth Crystal, Ice Crystal 12 10 34 Chemically Treated Chimera Hide, Synthetic Fiber, Shrub Seedling Dark Chestnut Branch, Heavens' Eye Materia III, Heavens' Eye Materia IV, Voidrake Seeds, Fire Crystal, Water Crystal 13 11 37 Chemically Treated Chimera Hide, Deep-blue Crystal, Synthetic Resin, Fine Alumen, Dravanian Mote Ferberite, Wind Silk, Althyk Lavender Seeds, Craftsman's Competence Materia III, Craftsman's Competence Materia IV, Craftsman's Cunning Materia III, Craftsman's Cunning Materia IV, Ice Crystal, Earth Crystal 14 11 40 3rd Airship Permission, Aetherochemical Fiber, Cassia Log, Iron Giant Core, Oriental Grass Tuft, Toy Box Schema Gold Ore, Heavens' Eye Materia III, Heavens' Eye Materia IV, Quicktongue Materia IV, Ice Crystal, Earth Crystal 15 13 44 Aetherochemical Fiber, Cassia Log, Dinosaur Fossil, Magnanimous Mogcrown Platinum Ore, Savage Aim Materia III, Savage Aim Materia IV, Althyk Lavender Seeds, Ice Crystal, Earth Crystal 16 12 47 Cassia Log, Empty Cluster, Far Eastern Coin Scarlet Sap, Voidrake Seeds, Wind Silk, Gatherer's Grasp Materia III, Gatherer's Grasp Materia IV, Gatherer's Guerdon Materia III, Gatherer's Guerdon Materia IV, Water Crystal 17 16 50Surveillance 90 Cassia Log, Deep-red Cluster, Dusk Leather, Toy Box Schema, Cloudsbreath Seeds Birch Branch, Silver Ore, Wind Silk, Craftsman's Command Materia III, Craftsman's Command Materia IV, Craftsman's Competence Materia III, Craftsman's Competence Materia IV 18 17 50Surveillance 90 4th Airship Permission, Cassia Log, Deep-green Cluster, Dusk Leather, Faded Copy of Engage, Iron Giant Core, Cloudsbreath Seeds Dark Chestnut Branch, Electrum Ore, Quickarm Materia III, Quickarm Materia IV 19 15 50Surveillance 90 Cassia Log, Deep-blue Cluster, Dusk Leather, Iron Giant Core, Cloudsbreath Seeds Ferberite, Gold Sand, Dinosaur Leather, Savage Might Materia III, Piety Materia III, Piety Materia IV, Piety Materia V 20 19 50Surveillance 90 Cassia Log, Deep-red Cluster, Dusk Leather, Iron Giant Core, Cloudsbreath Seeds Gold Ore, Mythrite Sand, Antique Leather, Battledance Materia III, Battledance Materia IV, Battledance Materia V 21 20 50Surveillance 90 Cassia Log, Deep-green Cluster, Dusk Leather, Toy Box Schema, Cloudsbreath Seeds Platinum Ore, Wind Silk, Spoken Blood, Quicktongue Materia III, Quicktongue Materia IV, Quicktongue Materia V, Savage Might Materia III, Savage Might Materia IV, Savage Might Materia V 22 20 50 Cassia Log, Deep-blue Cluster, Dusk Leather, Iron Giant Core, Antique Rug Deepeye Tears, Scarlet Sap, Gatherer's Grasp Materia III, Gatherer's Grasp Materia IV, Gatherer's Guile Materia III, Gatherer's Guile Materia IV 23 19 50 Cassia Log, Deep-red Cluster, Faded Copy of A World Apart Bear Fat, Ferberite, Heavens' Eye Materia III, Heavens' Eye Materia IV, Heavens' Eye Materia V 24 21 50 Cassia Log, Deep-green Cluster, Iron Voyage Spoil, Cloudsbreath Seeds Dark Chestnut Branch, Minium, Savage Aim Materia III, Savage Aim Materia IV, Savage Aim Materia V, Quickarm Materia III, Quickarm Materia IV, Quickarm Materia V From Final Fantasy XIV Online Wiki Jump to navigation 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